

L Number	Hits	Search Text	DB	Time stamp
1	3109	flight adj2 simulat\$6	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:41
2	488	flight adj2 simulat\$6 and textur\$4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:41
3	66	flight adj2 simulat\$6 and textur\$4 and (agp or graphic adj2 accelerator\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:42
4	65	flight adj2 simulat\$6 and textur\$4 and (agp or graphic adj2 accelerator\$1) and memory	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:42
5	62	flight adj2 simulat\$6 and textur\$4 and (agp or graphic adj2 accelerator\$1) and memory near15 (local or system or pre adj2 fetch\$4 or textur\$4)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:44
6	768	directdraw or direct adj2 draw	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:44
7	768	directdraw or direct adj2 draw or microsoftdirect	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:44
8	803	directdraw or direct adj2 draw or microsoft adj2 direct	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:45
9	1100	directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:45
10	8617	prefetch\$4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:46
11	10474	prefetch\$4 or pre adj2 fetch\$4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:46
12	4	dime same textur\$4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:47
13	376	textur\$4 same memory same direct	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:47

14	194	textur\$4 same memory near10 direct	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:47
15	111	textur\$4 same memory near5 direct	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:49
16	3240	agp and pci	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:49
17	3627	(graphics adj2 accelerator\$1 or agp) and pci	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:50
18	13	((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:51
19	29	(directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:51
20	79	(directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:51
21	109	((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:52
22	23	((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) and (textur\$4 same memory same direct)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:52
23	109	((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci)) or (((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) or (((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) and (textur\$4 same memory same direct))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:53

24	23	(((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci)) or (((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) or (((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) and (textur\$4 same memory same direct))) and (prefetch\$4 or pre adj2 fetch\$4)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:53
26	2	(((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci)) or (((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) or (((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) and (textur\$4 same memory same direct))) and (prefetch\$4 or pre adj2 fetch\$4)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:54
25	23	(((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci)) or (((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) or (((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) and (textur\$4 same memory same direct))) and (prefetch\$4 or pre adj2 fetch\$4) and (direct or fast\$4)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 14:02

27	22	<p>(((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci)) or (((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) or (((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) and (textur\$4 same memory same direct))) and (prefetch\$4 or pre adj2 fetch\$4) and (direct or fast\$4) and textur\$4</p>	<p>USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB</p>	2004/08/29 14:03
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WEST Search History

Hide Items Restore Clear Cancel

DATE: Sunday, August 29, 2004

Hide?	Set Name	Query	Hit Count
		<i>DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=ADJ</i>	
<input type="checkbox"/>	L15	l13 and l10	7
<input type="checkbox"/>	L14	L13 or l10	37
<input type="checkbox"/>	L13	texture near5 (buffer or memory or ram or rom or stor\$5)near5 fast\$4 and flight adj1 simulat\$5 and texture same (cache\$1 or ram or rom or memory or rapid\$4 or fast\$4 or slow\$4 or ram or rom or local or global or speed\$5)	8
		<i>DB=DWPI; PLUR=YES; OP=ADJ</i>	
<input type="checkbox"/>	L12	texture near5 (buffer or memory or ram or rom or stor\$5)near5 fast\$4 and flight adj1 simulat\$5 and texture same (cache\$1 or ram or rom or memory or rapid\$4 or fast\$4 or slow\$4 or ram or rom or local or global or speed\$5)	0
		<i>DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=ADJ</i>	
<input type="checkbox"/>	L11	l4 and direct\$7 same textur\$4 same (process\$4 and (fast\$4 or slow\$4 or speed\$4))	7
<input type="checkbox"/>	L10	l4 and direct\$7 same textur\$4	36
<input type="checkbox"/>	L9	l4 and direct\$7	49
<input type="checkbox"/>	L8	texture near5 (buffer or memory or ram or rom or stor\$5)near5 fast\$4 and flight adj1 simulat\$5 and texture	8
<input type="checkbox"/>	L7	texture near5 (buffer or memory or ram or rom or stor\$5)near5 fast\$4 and flight adj1 simulat\$5	8
<input type="checkbox"/>	L6	texture near5 (buffer or memory or ram or rom or stor\$5)near5 fast\$4 and pci	10
<input type="checkbox"/>	L5	texture near5 (buffer or memory or ram or rom or stor\$5)near5 fast\$4 and agp	6
<input type="checkbox"/>	L4	texture near5 (buffer or memory or ram or rom or stor\$5)near5 fast\$4	74
<input type="checkbox"/>	L3	texture and textur\$4 near5 (process\$4 or memory or cache or frame or buffer) near10 (fast\$4 or slow\$4)same (pci or agp or graphics adj2 accelerator)	9
<input type="checkbox"/>	L2	textur\$4 near5 (process\$4 or memory or cache or frame or buffer) near10 (fast\$4 or slow\$4)same (pci or agp or graphics adj2 accelerator)	9
<input type="checkbox"/>	L1	textur\$4 near5 (process\$4 or memory or cache or frame or buffer) same (pci or agp or graphics adj2 accelerator)	348

END OF SEARCH HISTORY